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THE

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ONE AMIGA

SLAMTILT REVIEWED

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SERIOUS IMPROVEMENTS

GLOOM DELUXE DEMO

Is your disk missing? Ask the newsagent!

06

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MAY 1996

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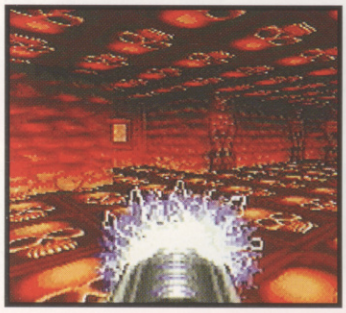

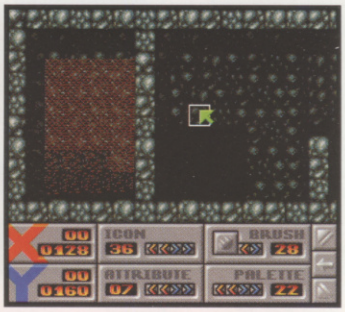

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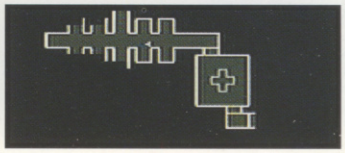

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Available from all good bookshops from the end of August

BOOT SECTOR

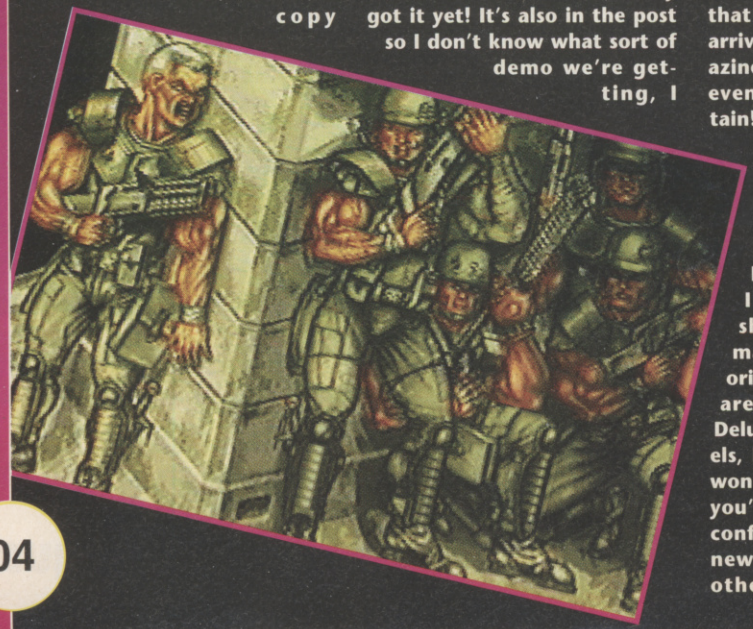
GLOOM DELUXE

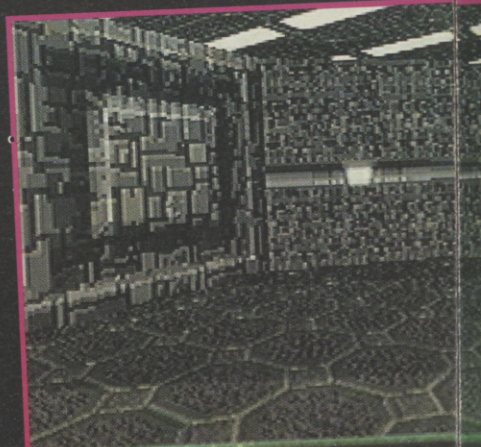
BLACK MAGIC

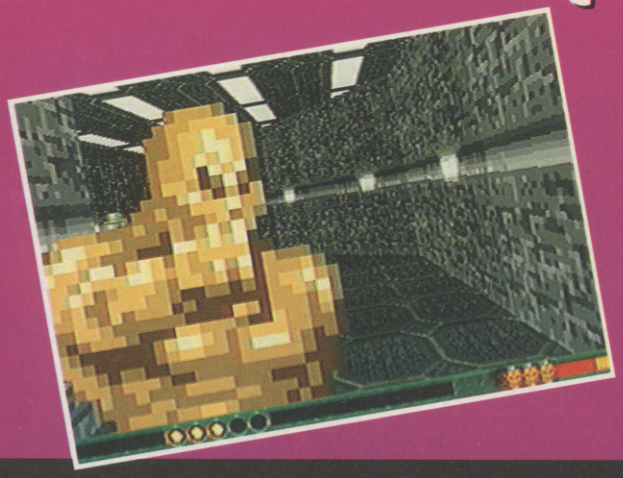
Remember Gloom? Well you should do! It was pretty good, and guess what? It just got better. Some time ago we brought you the preview for Gloom Deluxe, sadly we have yet to bring you the review, Well guess what, you'll have it next issue, honest, a copy is in the post on it's way to us right now! And are we excited? You bet your boots we are, I'm so excited I'm nearly falling of my chair! Unfortunately the only thing I have to play with is this months cover disc, what's it of? Gloom Deluxe dummy! The trouble is I haven't actually got it yet! It's also in the post so I don't know what sort of demo we're getting, I am reliably informed however that it'll be superb. It should arrive here just after this magazine goes to print so I can't even tell you what it'll contain! Hopefully it'll be a single complete level but then again it might not be! Who can tell? What it will be is a demo of Gloom Deluxe, and personally I can't wait. The screen shots on this page are mainly from Gloom the original however a couple are actually from Gloom Deluxe one of the Hell levels, however they probably won't be on the Demo Disc you're getting so don't be confused by that fact. The new version, like so many other things nowadays is improved, funny that! It has better graphics and better gameplay, so I'm told, the full review will reveal all next issue so hold out till then and enjoy whatever is on the cover disc.

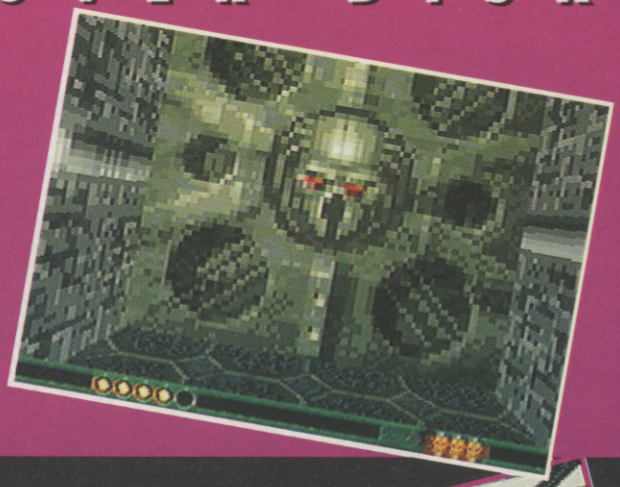
LOADING

We still have our rather simplified loading procedure and









this month as we have the game all on one disk it's even easier, no insert disk two prompts to follow. All you have to do is stick the disk in it's slot and then I don't know what you'll have to do. However I'm sure you can work it out! It won't be difficult, No infact it'll be Gloom Deluxe, well a demo of it at least. Any way I'll try not to bore you too much longer but essentially the loading procedure for the demo disc will be easy so try and work it out!

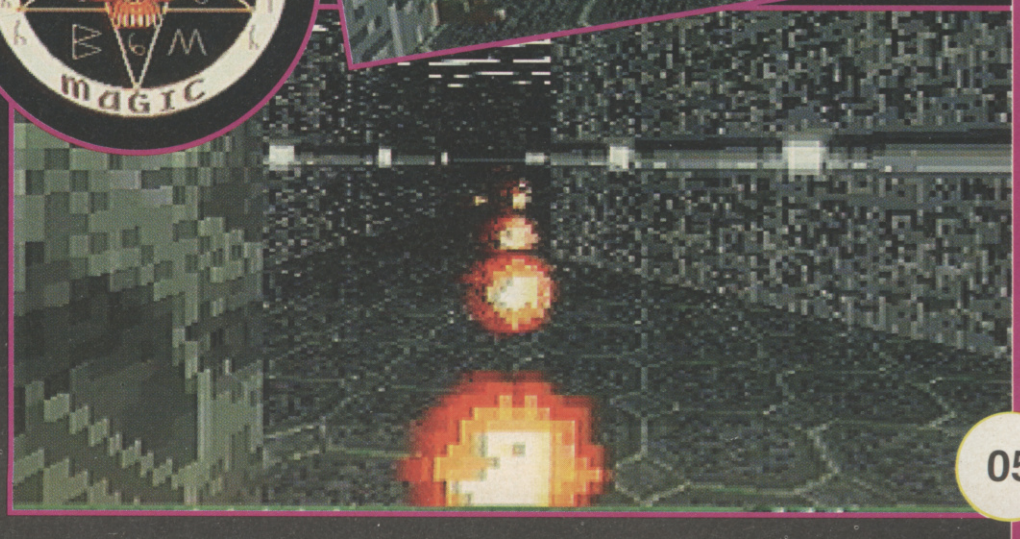
CONDITIONS

During the production of our cover disc, we constantly check to ensure that the quality of the disc meets our readers requirements. Whilst discs are checked for virus's, may we point out it is the readers responsibility to virus test the product prior to installation. Similarly prior to instalment, you should check the shutter of the disc, to ensure that it has not been damaged in transit. This is best done by gently sliding the shutter to the left and allowing it to spring back. Please note that neither The One Amiga nor Maverick Magazines can be deemed liable for any problem arising from the use of the discs. Installation or running any of the programmes on the disc indicates your agreement to this condition.

TECHNICAL SUPPORT

Problems installing the game? Then ring our technical support line on 0891 715929 (weekdays 10am - 12.30pm, 1.30pm - 4.30pm) who may be able to offer useful installation advice. Calls are charged at 39p per minute cheap rate and 49p at all other times. Please ensure you have the permission of the phone owner before making the call.

In the unlikely event your disc is damaged or simply doesn't run please return it to the duplicator, Tib Plc, Tib House, 11 Edward Street, Bradford, BD4 7BH. (who may be contacted on 01274 736990) with a stamped addressed envelope and two 25p stamps. Where it is a duplication fault, the postage will be returned along with the replacement disc. Please note we do not carry stocks of replacement discs and all returns must go to the



PD ZONE

AMOS TUTORIAL

SOMA SOFTWARE

This is the first part in our new improved AMOS spot. Alan Benson from Soma Software will be giving us the low down on the world of AMOS os a regular monthly basis, and here's where it all starts.

Hello and welcome to a new style of AMOS tutorial. We are Soma Software, and we consist of Alan Benson (myself), Nigel Smith and David Barltrop. Over the coming months we will be bringing you some exciting ideas for use within your own AMOS programs. I say ideas because we will be dealing more with the theoretical side of programming, that's not to say we won't be supplying some useful routines, but by explaining the theory of a particular routine, then encouraging you to program it yourself, you will gain a better understanding of how it all works!.

Before we get down to business I think it's a good idea to tell you a little more about SOMA SOFTWARE and why we feel confident about the future of AMOS. We at SOMA have about 30 man years of experience in computer software development, and between us we have gained a vast knowledge of how computer games are developed. Also, we have had experience with the commercial side of games development which has given use insight into the world of professional games creation. It is this experience which we harness at SOMA Software whether we are programming in AMOS, Blitz or Assembly langauge. In the months ahead, these professional techniques will be made available to you. So, if you want to improve the overall quality of your AMOS games, the message is simple; purchase The One Amiga every month, and learn the tricks of the trade!.

We at SOMA have several utils in the pipeline, all of which have proven to be invaluable during games development. Before I tell you anything else about these utils, I will attempt to explain the reasons behind their creation. So... You want to write the next Project X/Superfrog Eh?. You'll be needing a map editor then won't you?. Also on your list of much needed utils will be;

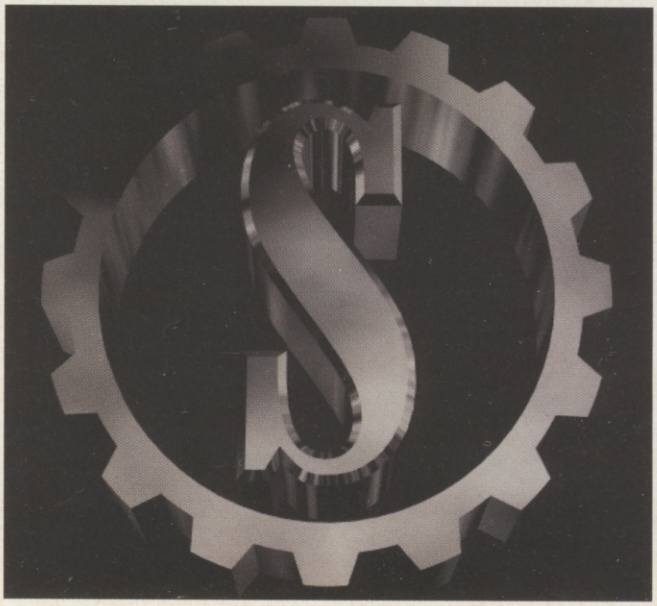
An object editor (for creating alien movement paths, Bullet types, Collectables etc),

A soundmapping editor with full synthetic sound capabilities, and a copperbar editor for creating a nice sunset effect.

As you can see, when embarking on a new project, often it is not only the game that needs programming but a whole host of editors to aid development. Having to break away from your game/util to write an editor can lead to you being absoloutely sick of the sight of your main project(THE GAME).

This usually leads to;

A: You getting fed up with programming the same thing



over and over and either quitting the project, or

B: The quality of your game begins to suffer as you cut corners in an attempt to keep development time to a minimum.

They are just two of the reasons why we decided to embark on creating the following utilities.

1. Blokbild Map Editor. A map editor to end all map editors (except Blokbild 2!!)
2. Genesis Object creation editor. Create Enemies, bullet paths, collectables, explosion types etc. (Requires Blokbild)
3. An unamed SFX Editor. Will allow full synthetic sound creation, whilst also allowing you to manipulate samples. This editor will also include an audio map editor which will allow different sounds to be played depending whereabouts on screen your character is.

NOTE. When just playing a raw sample without modulation the above editor is up to 8 times more processor efficient than the AMOS Sam Play commands.

4. An unamed interface editor. This is in the very early stages of design.
5. The Magician Copper Bar Editor. Allows you to fade and animate your copperbars aswell as all the usual features found in editors of this type.

These are some of the reasons why we think you should stay with/start programming with AMOS, another good reason is that the AMIGA games of the future have to come from somewhere. So why not you?

I have not included any prices or release dates on purpose because I don't want this article to come across as a large two page advert for SOMA Software. I would be lying if I said we weren't looking to profit from our AMOS software, but in the face of an increasing onslaught by Blitz Basic 2 we are hoping to start something of an AMOS revival.

Want to beef up your copy of AMOS? If your answer is yes then contact;

MANUEL
Arbeidersstraat Nr. 9
2600 BERCHEM
BELGIUM

This guy is a brilliant extension programmer. His latest extension is Powerbobs, and is a replacement for the AMOS Bob/Sprite commands.

If anybody can think of a command or function which is missing from AMOS, send Manuel details of the command and how it should work.He then may include it in the next version of Powerbobs I have heard several rumours that Manuel was writing an AGA extension which, for reasons I won't go into, it was not completed. If this was the case, maybe Manuel could be pursuaded to complete this extension if enough people contact him with BEGGING letters!.

If you want to try Powerbobs before shelling out any hard earned folding stuff, a demo version is out on the Aminet #10 cd and is located in the "Dev/AMOS" area.

Modem users can obtain a Powerbobs demo by calling my local BBS: ISO'S AMIGA BBS: 01132 636974
9pm to 7am - 7 days a week
Feedback for SOMA Software can also be left at ISO'S, just leave private e-mail for Alan Benson.

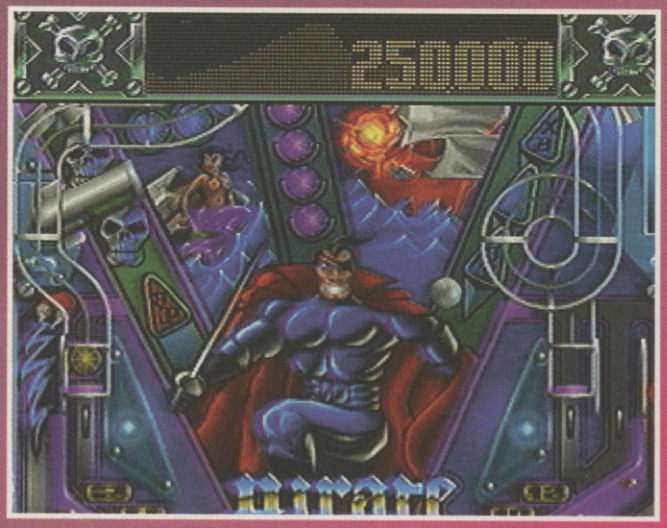
Just before I go, I would like to correct Mr AMIGA regarding his preview of our game THE GREYS. This game has not yet had any programming done on it and is in fact still in the design stages. Our first game using AMOS will be a scrolling shoot 'em up in the Xenon 2/Blood Money mould. It will be called CancerBlast and should be finished about August '96.

So with these tantalizing thoughts in mind, I bid you farewell. Join us next month because we'll be putting powerbobs through it's paces and telling you just how good it really is!.

Until then...Keep on SOMAING!

SLAMTILT

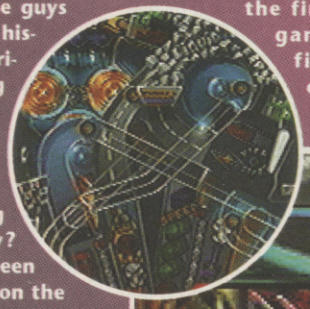
Pinball purists rejoice! 21st Century are back with multiball action of the likes that you've never seen before. This is the second coming! ... or is it the third... ...or even fourth?

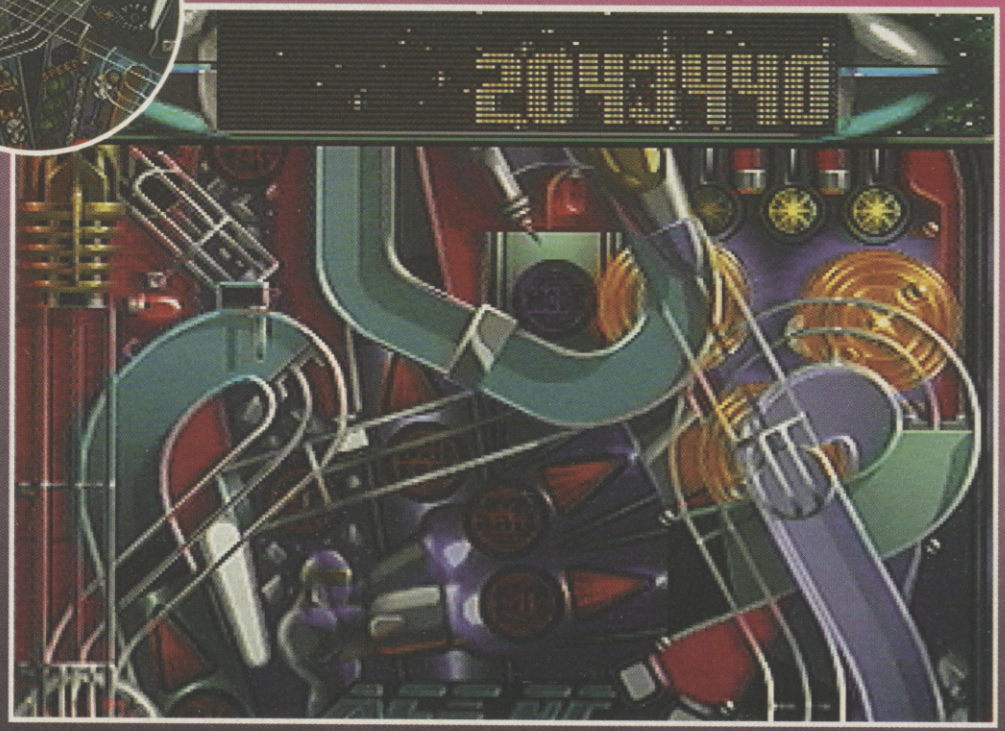


Pinball, pinball, everywhere you look there seems to be another pinball game. Well this one's different. It's from some rather special people, these guys are good, they have history! Valuable experience in producing fine pinball games for quite some time. They are of course 21st century, the undisputed king pins. Or are they? Recently there has been a lot of speculation on the subject.

Effigy' s new pinball release, "Pinball Prelude" has led to some serious questioning of how long 21st Century can maintain it's hold on this lofty position, infact it threatened to undermime it completely! Without a doubt Pinball Prelude is one of the finest pinball games ever to find it's way onto the screens of the Amiga. It is very very good, we thought that Effigy had taken the battle for the ultimate Amiga pinball game firmly to the 21st Century camp. Well if they had, they've got their reply. And there's no messing about!

Touché ! Slamtilt is quite simply the best Amiga Pinball game I have ever had the honour of playing. Thank you 21st Century, sincerely! This is the first time I have ever been happier sitting in front of a screen playing pinball than actually going down the pub for a game of the real thing! Does this sound good so far? Well it gets better and better.





Some time ago I came across the rather wonderful Pinball Dreams and Pinball Fantasies. These really were quite superb and led to me wasting much time in front of the Amiga. I loved them both. Then came Pinball Mania. In my opinion it offered nothing new and really wasn't as much fun as the earlier two games. Were 21st Century going the way of so many software houses? Well now it seems not, not by a long way. Interestingly enough the developers of Slamtilt are not the same people as those who developed Pinball Mania, Well unless they've changed their name. It was Spider Soft who developed Pinball Mania, it's Liquid Dezign who are responsible for the latest offering. This may have a lot to do with it. Infact it's bound to.

THE VERDICT

So now you know the history, you know that the game is good and now you need to know why the game is so good. Well here we go then. Firstly there are four... "...tables of fast moving, unbelievable, spine-tingling action, each table packed with superb sub-games and fluid animation. Ramps, ball locks, flashing lights and an incredibly high level of complexity ensure an ongoing compulsion to play. The display panel is fully animated combining superlative graphics with exciting non-stop video gaming action." Well that's what the box says! Is it all true? Of course it is, otherwise they wouldn't be able to put it on the box! There are four tables and my spine did tingle! I even feel compelled to play again! It's true, every word of it, well, as far as I'm concerned it is. The four tables are Mean Machines, Pirates, Ace Of Space and Night Of Demons. All are exceptional and yet different enough to provide you with a new challenge every time. They are all well animated, nothing to special but the use of colours is excellent and they all look relatively different to each other. It's very nice to look at indeed. There are two ways to view each table. A close up view where the table scrolls up and down with the ball at high speed, very smoothly too, I might add, and a close up view where the table only needs to scroll a smaller distance. Both the views are very 2D which is the only criticism I have, I think I've probably been spoiled with a certain pinball game on the PC. Yes, I admit it, I do also play PC games!

The flippers react well and are probably some of the most realistic, in terms of the effect they have on the ball, that I have yet seen. The ball launch is not quite so good, where Pinball Prelude had a rather good system of being able to control the power with which you launched the ball. Still this is hardly a major complaint. The number of options such as skill shots, multiballs and other modes is simply unbelievable. There are loads and loads. These really are big tables. The game has 47 different game modes, more than 50 minutes of music, 6 alternative video modes and loads and loads more. This game is seriously good!

A1200

Publisher : 21st Century
Developer : Liquid Design

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Hard Disk Installable

Mouse and Joystick

Memory 2MB | Disks 2

GRAPHICS 87%

SOUND 91%

PLAYABILITY 92%

LASTABILITY 90%

OVERALL 90%

CD32

Unfortunately 21st century have said "No" to the idea of a CD32 version

A500 / 600

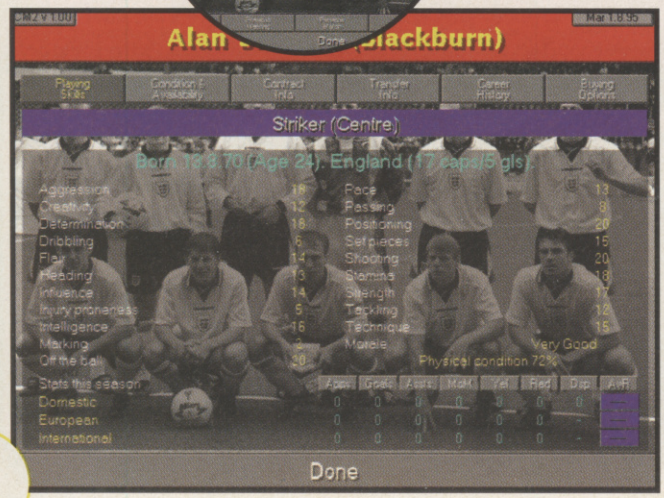
Although there are probably more A500s than A1200s, there is still no version!

CHAMPIONSHIP MANAGER 2

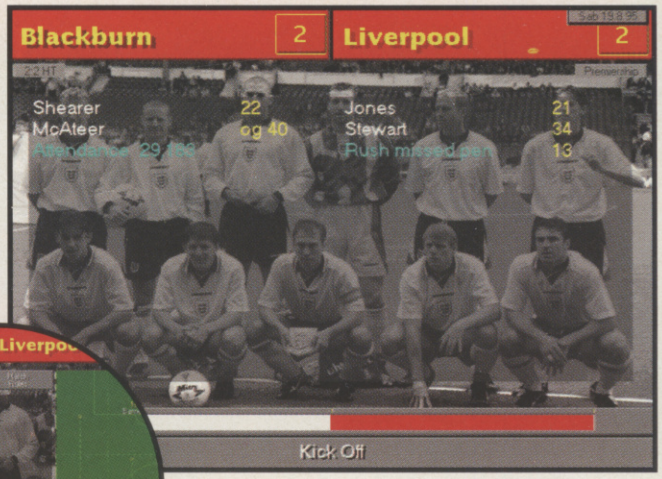
It'll be new, It'll be improved, but is it what you want? Well yes actually. It probably is!

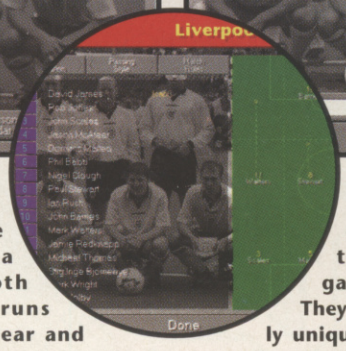
Championship Manager 2 will soon be with us. Here however is the sneak preview that we know you want. There are so many of these football manager games around that it's like a jungle trying to buy the right one. Of course the right one for you might well not be the right one for everybody else. In a genre that would at first glance have little scope for originality, and even less chance of being starkly different to each other, it is surprising how different the games are! There really are options for all football fans. Do you want to run in a league or a knockout cup? Do you want to play with international teams, British teams, national teams, imaginary teams or teams that you create yourself? What sort of interface do you prefer? Well I guess that you're getting the general idea! There's a lot out there. There are also some serious favourites. Football management games that really have made a bit of an impact. That could well be said of Championship Manager. Put it like this, it was apparently the best selling football management game ever, selling a huge 300,000 copies throughout Europe. Not bad at all! And now it is time for the latest instalment, Championship Manager 2. Ass the press release puts it... "The game that football fans wanted!". Well I guess they might just be right.

By the sounds of it this game will be immense to say the very least. Football management games, infact all management games, find that the number of options are very important. These are really what determines the size and structure of the game more so than the useless options found on so many other modern games. Championship



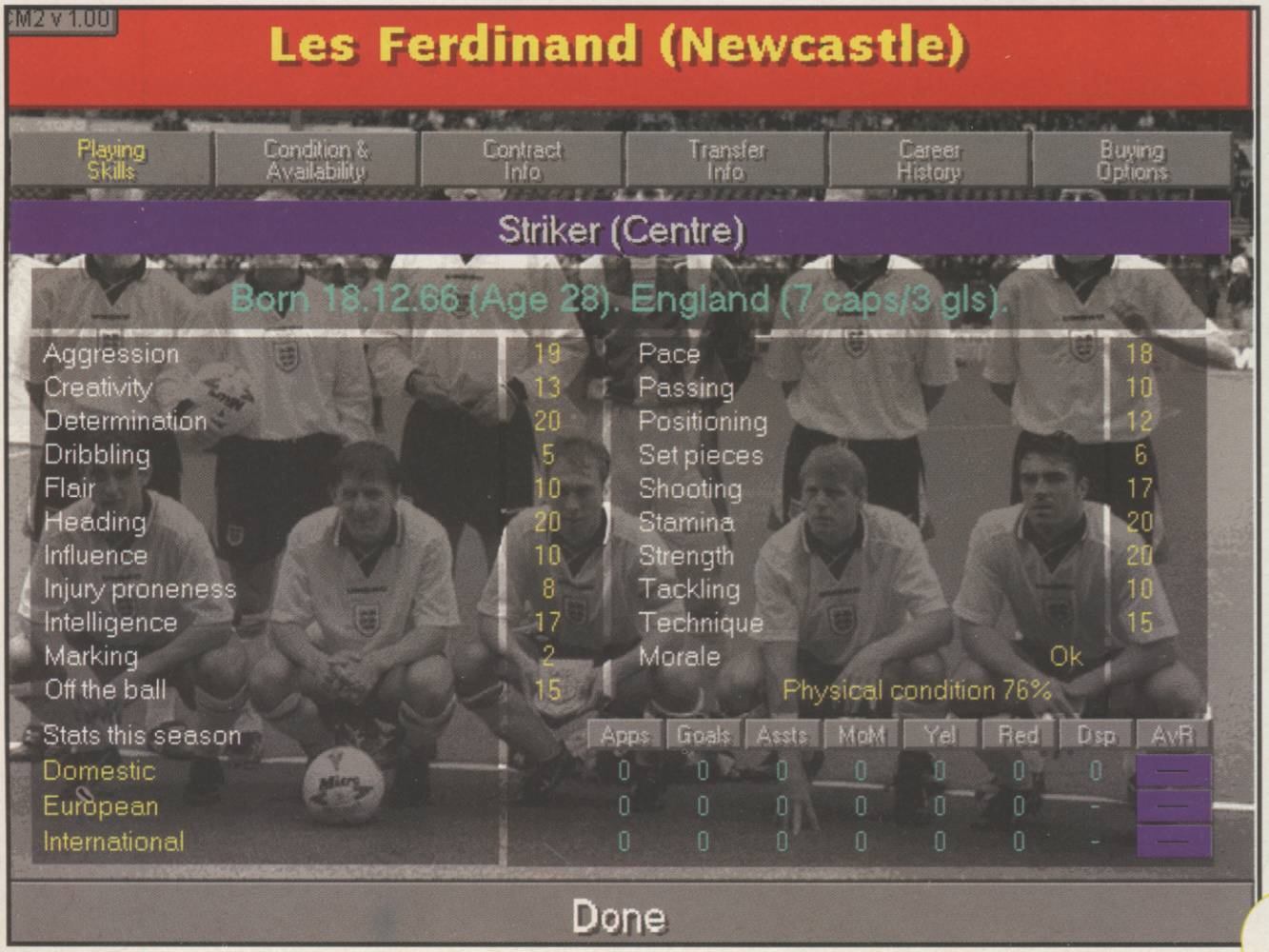
CM2 v 1.00
England Fixtures 1995/6
Mar 1.8.95
Mie 6.9.95 Greece H Int Friendly
Mie 11.10.95 Cameroon A Int Friendly
Mie 15.11.95 Denmark A Int Friendly
Mie 13.12.95 Italy H Int Friendly
Mie 24.4.96 Peru A Int Friendly
Sab 1.6.96 Zambia H Int Friendly
Mie 5.6.96 Argentina H Int Friendly
Fixtures And Results
Full Season Calendar





Manager 2 looks like it's big on options! The game contains the English and Scottish leagues, European competitions and International management. This is HUGE! Well, it will be when it's released. On top of this there is, it seems, a new faster game engine, which means you will be able to storm through the league tables without unnecessary delays. To me this is as important as the number of leagues that I can play in and the number of teams that I can choose from. I like a clean smooth game that runs well and is clear and concise in it's control method. As you can see from the screen shots that Domark have sent to us it looks like it'll be quite easy to use (it'll be mouse driven) and with the new engine it could really open eyes!

There are of course a load of other features that this game will offer. They are apparently unique! Lets take a look. Firstly there are over four thousand accurate player stats and histories (did I say this game was huge?). Also there can be up to 92 human managers playing at once (I think I must have done!). There will be SVGA graphics, an actual football season calendar, a realistic player transfer system which also includes player exchanges. There will also be a modular game structure that supports foreign league data disks. More game and player stats than you can possibly imagine, well maybe. The Amiga version will it seem "support all models" and needs "1 MB RAM". Well now we just have to wait and see if it really is as good as it promises to be!

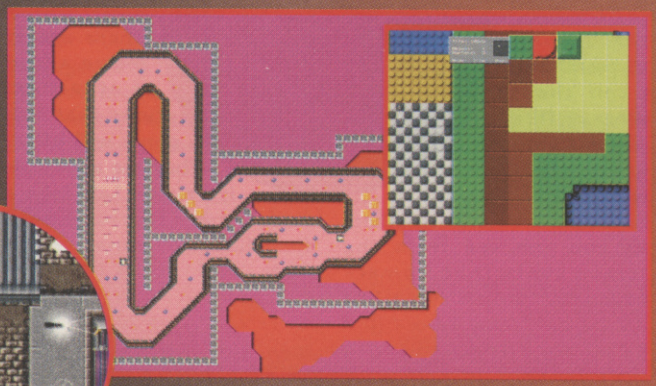


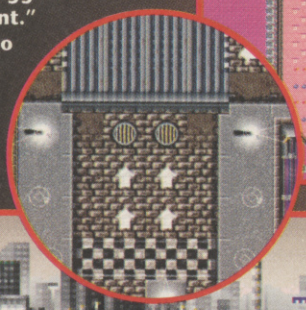
XTREME RA

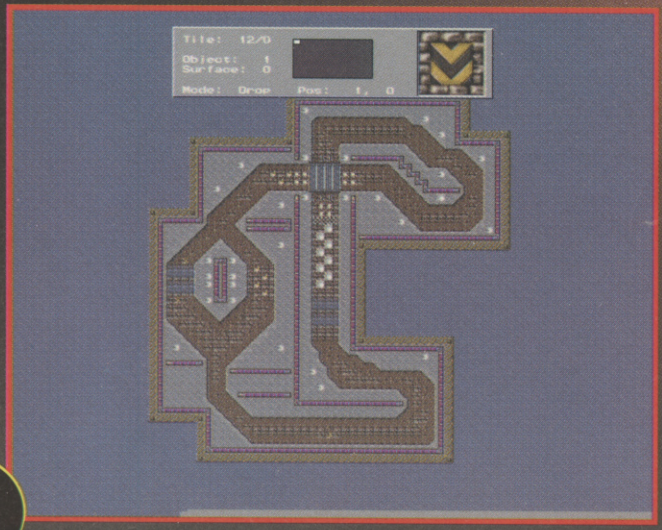
DATA DISK

It goes on and on and gets better and better. What is it? XTreme Racing of course!

This is a great way to improve the Original. Why? Well for a start all the little bugs that there were have been ironed out, Also all the cars now actually handle differently to each other, this means that when you choose a car it'll actually make a difference, and it does! You'll find that some of the cars are "...far more aggressive and violent." There are also modified deathmatch rules making things a little more interesting. The previously rather pathetic explosions have been seriously beefed up! Also to add to the destruction involved in the game new weapons have been added, well, you can never get enough weapons! The weapons that there are have been improved on, well the explosions are better for a start. One excellent change is the rebound of certain objects you crash in to, it was even in my opinion far too much you'd end up all over the place just because of a minor crash. This is no longer the case. The rebound has been reduced. You also get five seconds of invulnerability when you find your way back on to the track after being killed! There is a four player joystick





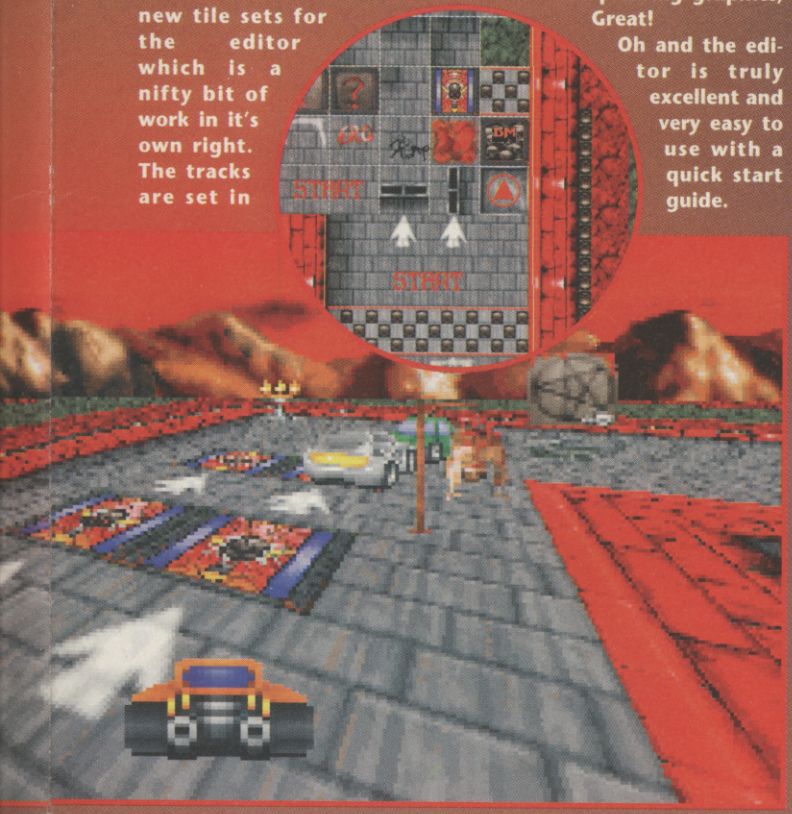


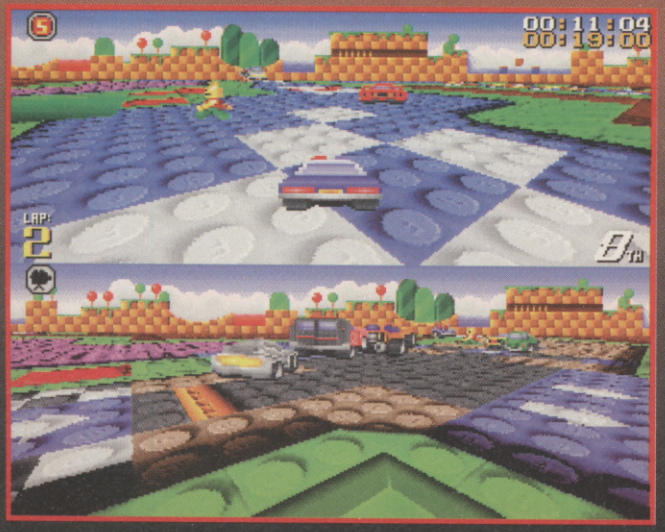
ACING

adapter support, New screens on the front end, bonus and end screens, option to auto save best lap times and screen settings, the excellent EZ handling that really makes getting to grips with the game a great deal easier, essentially it's a load better, OK?

Along with this there is new extra tracks, 20 in all. They do of course come with new tile sets for the editor which is a nifty bit of work in it's own right. The tracks are set in Lurve land, Hell below, Gothic City, Duplo Bricks Land and Space Port World. These are really pretty good, exciting new graphics include The King Himself, Elvis and such delights as putrifying corpses, and even a few football fans. All together the new tracks are a load of fun, bright colours, well some of them, and pleasing graphics, Great!

Oh and the editor is truly excellent and very easy to use with a quick start guide.





THE VERDICT

Well by now you must know all about the arguments that we here in the office have had about this game, some of us loved the original, and some of us didn't. Well that's sorted, because now, without exception, we all like it. The data disk has sorted that out. These data disks seem to be a growing trend, improving games after they've been out for a while, on one hand this is dubious as really it says that this is what the game should have been in the first place, on the other hand it also shows that software houses don't simply walk away from their work, they follow it up. They see what people have to say about it and then they react to that, taking into account criticisms and applause.

So here we are then with the XTreme Racing Data Disk. All the bonuses of the original are kept in place whilst all the slightly dodgy bits have been replaced or forgotten, sounds pretty good? Well it really is. Super graphics and great gameplay are wonderfully combined to create the game that XTreme racing should have been from the beginning. It plays very nicely even on a standard A1200, though I do think it's time for all of you to upgrade with some fast mem and an accelerator, so many games are improved with this, and XTreme racing is no exception, even the only slightly flawed original is superb with an accelerator, this is simply wonderful! The scores we're giving the data disk are assuming you only have a standard A1200, if yours is better then add several percent! It's good, real good!

A1200

Publisher : Black Magic
Developer : Silunna

£TBA Out Now

Hard Disk Installable

Mouse and Joystick

Memory 2MB | Disks 1

GRAPHICS 85%

SOUND 80%

PLAYABILITY 88%

LASTABILITY 90%

OVERALL 89%

CD32

No, there won't be a CD32 version I'm afraid. Never mind, eh?

A500 / 600

Unfortunately, you A500/600 owners have missed out too. Sorry. Honest.

BREAT

Do you need a kick start guide to Breathless! Well here's a little help for you!

Breathless is probably the finest Doom style game to be seen on the Amiga so far, especially if you are lucky enough to own some technical goodies such as accelerators. It is quite simply superb. however many of you may not yet have made the wise decision to go out and buy it. Well here's a little introductory guide that will allow you to se e what it's all about. The first level isn't all that tricky and works well as an intro to the game, here we show you how to get round it to speed things up a little and get you into the rest of the game! The second part of this guide will be in next months mag, so see you then!

Here we are then, two doors. Only one leads to where you want to start.

And here they are!

Which ever door you open two baddies will come at you so be ready.

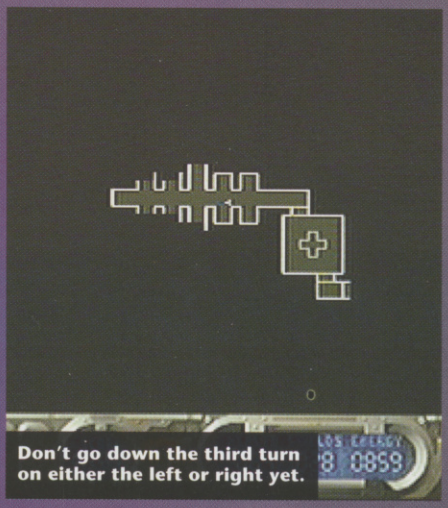
This is the door to go through at this stage.

Go down the corridor, but watch out at each side passage!

... because these geezers try and jump you!

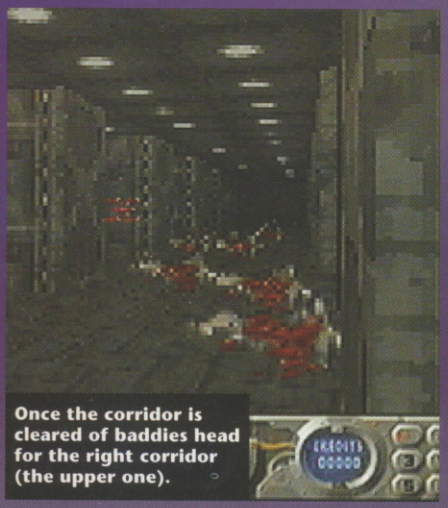
THLESS

At every turn!

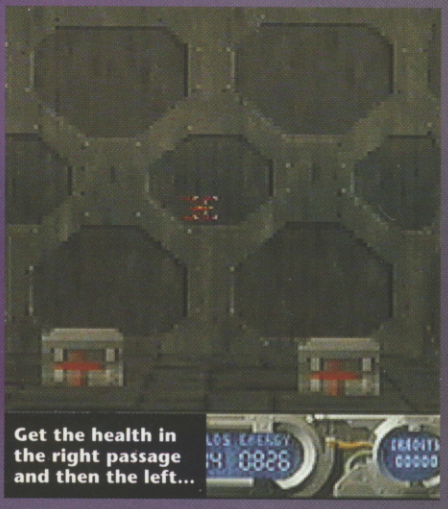


Don't go down the third turn on either the left or right yet.

No! Not yet!

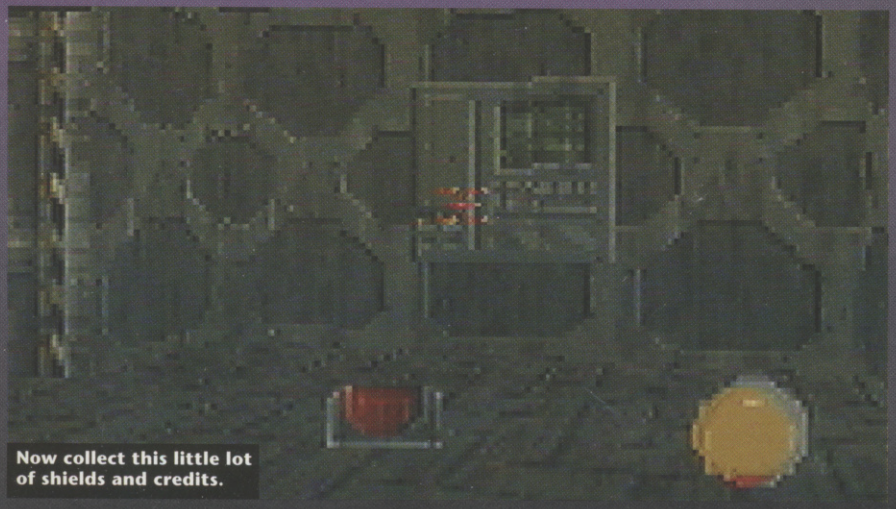


Once the corridor is cleared of baddies head for the right corridor (the upper one).

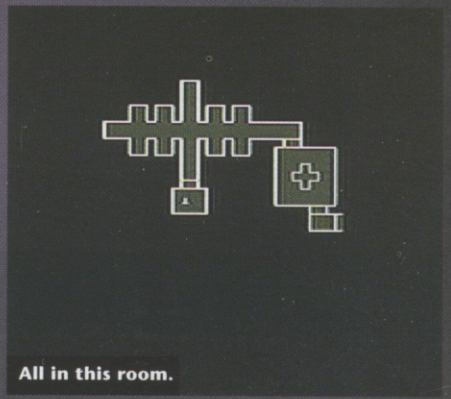


Get the health in the right passage and then the left...

...where the door opens and you have to shoot down this nasty geezer.



Now collect this little lot of shields and credits.



All in this room.

For the rest you have to wait for next month!

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